

TM
GAME BOY ADVANCE

AOL JAPAN EUR

MEDABOTS

ROKUSHIO Ver. 2

Ax



NATsume®

Serious Fun™

Instruction Booklet

LICENSED BY



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DENNA ETIKETT GARANTERAR ATT NINTENDO STÅR FÖR PRODUKTENS KVALITET. KONTROLLERA ATT ETIKETTEN FINNS PÅ SPEL OCH TILLBEHÖR DU KÖPER FÖR ATT FÖRSÄKRA DIG OM ATT DE ÄR KOMPATIBLA MED GAME BOY.

DETTE SØGL GARANTERER, AT NINTENDO HAR GODKENDT KVALITETEN AF DETTE PRODUKT. SE ALTID EFTER DETTE SØGL, NÅR DU KØBER SPIL OG TILBEHØR, SA DU ER SIKKER PÅ FULD KOMPATIBILITET MED DIT GAME BOY.

TÄMÄ TARRA VAKUUTTAA, ETTÄ NINTENDO ON HYVÄKSYNYT TÄMÄN TUOTTEEN LAADUN. TARKISTA AINA TÄMÄ TARRA ENNEN KUIN OSTAT PELEJÄ JA MUITA TARVIKKEITA, JOTTA SAAT VARMASTI GAME BOY YHTEENSOPIVIA TUOTTEITA.

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The Story

Are you ready to Robattle? Medabot mania is sweeping the planet! At this very second, Medafighters of all levels are pitting their high-performance Medabot robotic pets against other Medabots in a global contest that will determine a new World Champion! From backyards to schoolyards, alleys to arenas, children and adults are vying for a shot at the World Robattle Tournament, a highly anticipated event. If you want to prove that you have what it takes to be the best, you must defeat other Medafighters and Medabots and win Medaparts that will improve your Medabot. This instruction manual contains valuable charts and information essential for claiming the title of World Champion!



Getting Started

1. Before inserting the Game Pak, make sure that your Nintendo Game Boy Advance™ is switched off. The Game Pak may be damaged if inserted while your Nintendo Game Boy Advance™ system is on.
2. Insert *Medabots AX* Game Pak in the slot located on the top of your Nintendo Game Boy Advance™ system.
3. Turn ON the POWER switch, which is located on the bottom left side of your Nintendo Game Boy Advance™ system.
4. The Nintendo logo screen and licensing screen should appear followed by the *Medabots AX* introduction screen. If there are any problems, please repeat steps 1 and 2.



Button Controls

Name of Buttons



Island Map Controls

+ Control Pad	Move Cursor
A Button	Enter Available Stage
B Button	Not used
START	Team Formation Menu
SELECT	Save Menu
L Button	Not used
R Button	Not used

Character Setup Controls

+ Control Pad	Move Cursor
A Button	Make Selection/Display Details
B Button	Cancel Selection
START	Select Panels of Medal Selection Menu
SELECT	Select Leader and Partner Assignments
L Button	Move Panel Selection
R Button	Up in Panel Selection

Robattle Controls

+ Control Pad	Move Medabot
A Button	Jump
B Button	Use Right Arm
++ Control Pad & B Button	Use Head Part
++ Control Pad & B Button	Use Left Arm
++ Control Pad	Dash
++,++ Control Pad	Special Leg Action
++,++ Control Pad	Special Leg Action
START	Pause
SELECT	Use Medaparts
L Button	Block
R Button	Switch Partner Panels

Title Screen

Continue/New Game

If you've never Robattled on Game Boy Advance™ before, you'll only be able to select New Game the first time you play Medabots AX, but if you've already played, select the "Continue" option or you'll erase your Robattle progress!



Multi-Player Mode

Nothing's more intense than mixing it up with another human opponent in challenging multiplayer matches via the Game Boy Advance™ Game Link™ Cable!

 THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY ADVANCE™ GAME LINK™ CABLE.

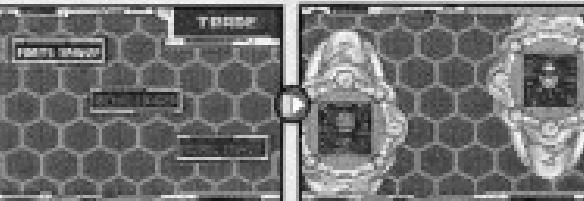


You can link up for multiplayer Robattle matches by connecting to another Game Boy Advance™ and Medabots game via the Game Boy Advance™ Game Link™ Cable. You can even play against other players using other versions of Medabots AX for Game Boy Advance™.

Trade Mode

It would take hours and hours to collect every Medapart, but Trade Mode allows you to find the best by trading with other players.

Connect two Medabots AX games via the Game Boy Advance™ Game Link™ Cable. Trade mode allows you to trade specific Medaparts or medals between two players, but you have to decide if the trade is fair.

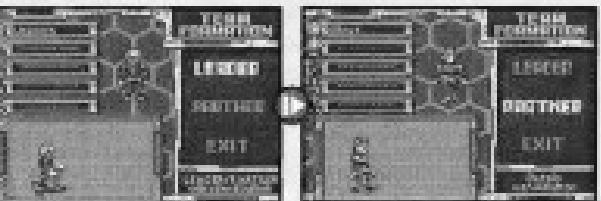
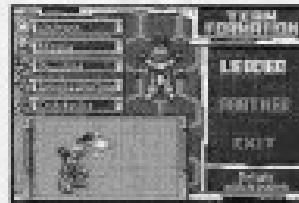


Medabots Setup

How you configure your Medabot can make the difference between an easy Robattle and one that's nearly impossible to win. Two important pre-battle factors to consider are the types of weapons used by your opponents and the stage environment.

Choose Your Role

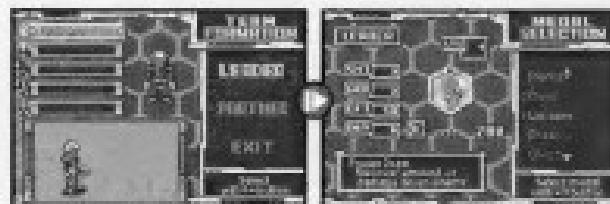
Press Select at the Team Formation menu to swap roles between leader and partner. You always control the leader Medabot. If you want, you can choose to have two Male or Female Tin-pets. Do this by either selecting "Leader" or "Partner" then highlight any Medapart and press Select to change Tin-pets from Male to Female.



Typically the leader carries the best weapons and the partner provides support with secondary weapons and components that will help repair damaged equipment.

Choose Your Medal

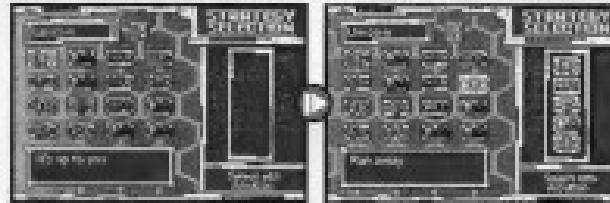
Medals have different functions, but all are considered the brain and soul of a Medabot. As a Medabot gains experience, the equipped Medal grows more powerful.



The Medal that you select for each Medabot should improve their performance in a Robattle. For example, the recovery powers of the Mermaid Medal should be equipped to a partner who can heal the leader during combat. Try to always match your medals with your Medabots.

Panel Selection

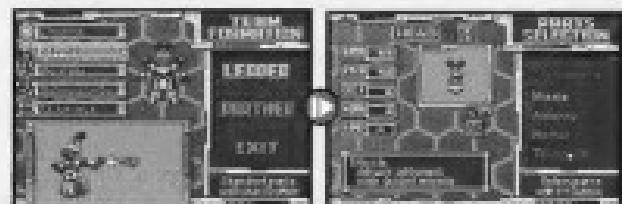
Panels are special tactical programs assigned to the partner. To access the Panel menu, press Start at the Medal Selection screen or when a medal is highlighted at the Team Formation screen.



Panels contain instructions that tell the partner what to do during a Robattle. You can assign up to five panels as long as the assigned tactics do not contradict the instructions that you've already selected.

Choosing Your Medaparts

To assign or change Medaparts, highlight a Medabot at the Team Formation menu and press the A Button. Use the Control Pad to scroll through your inventory. You can watch the action screen, as seen in the first screenshot, if you want to see the effect that each weapon has.



Keep in mind that weapons have different rates of fire and some weapons need to charge by holding a button. Some weapons will also fire or can be used more than just once by tapping the button repeatedly. Ideally you should carry several weapons with varied fire rates and ranges so you can handle all situations.

Item Chart

You'll increase your chances of winning if you understand all of the abbreviations used in the game. Here's a helpful chart:

	= Leader		= Armor
	= Partner		= Power
	= Medaparts Ability		= Defense
x99	= Total Parts		= Number*
	= Rating of Medapart		= Speed
			= Medal Level

* Number of times a head Medapart can be used during a Robattle.

Robattle Strategy

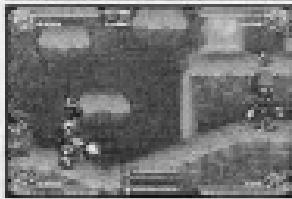
Study the stage environments and your opponents' strategies in the Practice Areas. You'll find that top-ranked Medafighters develop strategies that use their surroundings to exploit their enemies. Cunning is the most powerful weapon of all.

Habitat



Base your weapon selection on the environment. For example, long-range missiles won't work well in narrow twisting passages.

Panels



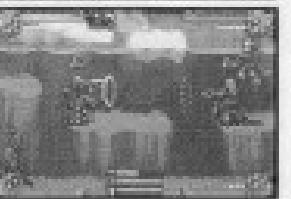
Switch through your panels in battle by pressing the R Button. These control your partner and tell him/her what to do, so try to remember what each one does.

Moves



Some opponents rely on speed and hit and run tactics. Match their quickness or select special Medaparts that slow the enemy down.

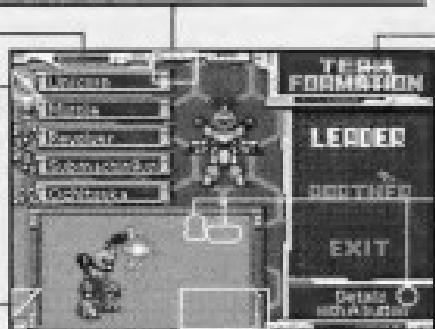
Power Ups



Some Medaparts have the ability to power up before you fire them which can cause greater damage than normal use. Hold down the "firing button" to power up.

Robattle Rules

You'll see the selected Panel(s) or tactics used by your partner here. To learn how to change partner tactics, check out the information about Panels on page 36.



These are your weapon power levels. Weapons must fully recharge before they can be used again. The "H" is your head parts power, the "R" is your right arm and "L" is your left arm part.

Depending on the head part selected, each Medabot has a certain number of times it can be used which is displayed here next to the Medaforce Meter.

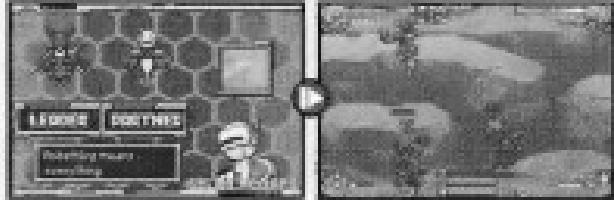
Whenever a Medabot takes a hit, you'll see a color gauge and icon appear next to it. These four icons represent the head, left arm, right arm and leg parts on the Medabot. The color of the gauge represents the amount of accumulated damage. These colors range from blue (little damage) to red (severe damage). Each Medabot has a color-coded damage meter next to their Medaforce Meter representing each part as well. Remember, if the head part is destroyed then the Robattle is over.

Preliminary Matches

Before you can proceed to the Tournament stage, you'll need to defeat all three Robattlers at each of the six preliminary Robattle Stages. It doesn't matter which stage you decide to take on first, but your opponents will become more challenging as you advance in experience and earn Medaparts.

The Practice Match at the Lake

The Practice Match option in every area is a great way to practice without the risk of losing a Medapart. Here you can check out the terrain and your competition while gaining valuable experience points!



Special Medaparts work well in certain environments. If you have a "diving" leg part at the Lake, you'll find that you can chase enemy Medabots easier than with leg or tread parts. It pays to practice before a real Robattle!

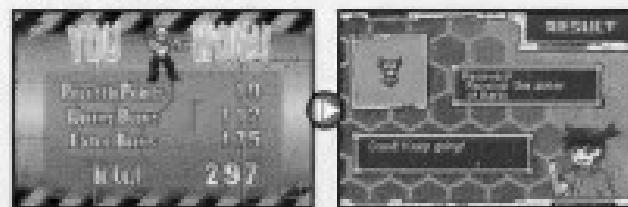
The Trial Match at the Lake

After you scope out the competition in practice, optimize your leader and partner Medaparts and start the Trial Match. The last of the three Medafighters is always the toughest, but if you win you'll earn a new Medapart.



Function Ceased

If the Leader Medabot's head is destroyed, Mr. Referee will then announce "Function Ceased!" and the Robattle will end.



If you clear a stage, you'll earn a Medapart and experience points and panels for equipped Medals. After you advance to the Tournament arena you'll win Medaparts in every battle, but you'll lose a Medapart if your Medabot loses!

Tournament Matches

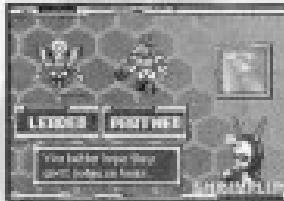
Tournament Matches are officially sanctioned by the Robattle Association and judged by Mr. Referee. The stakes are raised the moment that you compete in the Tournament arena. From now on, if you lose a battle here or in a Free Robattle, you'll also lose one of your Medaparts!



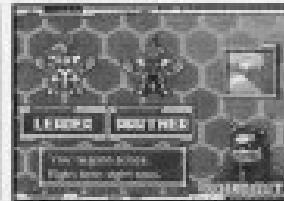
Return to the Preliminary Matches

Don't expect that the game ends if you win the tournament—there's still plenty of adventure left for advancing Medafighters, especially if you're ready to even the score with the Rubberobo Gang and their collection of rare Medals and powerful Medabots.

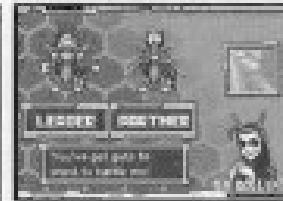
Shrimplips



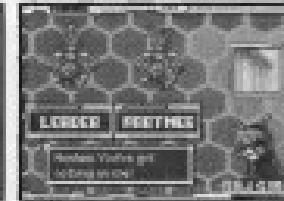
Squidguts



Seaslug



Gillgirl



Characters

IKKI

10-year-old Ikki is a self-taught Medabot expert who knows more about Medabots and Robattling than most television commentators. He recently found a rare Medal that he put in an obsolete Medabot and created Metabee.



The Rubberobo Gang

Rumor has it that this menacing band of crooks is lurking around, but they're not after new Medafighters at local arenas. New security measures are now in place at the Robattle Tournament Arena.



Medabot Types



Rokusho

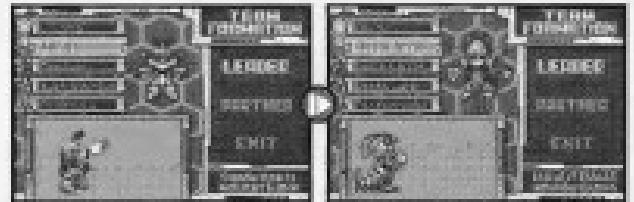
Rokusho's murky past is a enigmatic mystery. Like Metabee, Rokusho is a rare Medabot, but he relies on the Medaforce of a special Kuwagata (Stag Beetle) Medal. Rokusho prefers the powerful Chanbara Sword and close range attacks.

BRASS	OCTOCLAM	PELZELGA
NEUTRANURSE	TOTALIZER	PHOENIX
SUMILIDON	NIN-NINJA	SHARIKKAN
WARBANDIT	OCEANA	GOREM-2
MEGA-EMPEROR	SNOWBRO	KNIGHT ARMOR
BABYBLU	KROSSERDOG	FACE LANTERN
ACEHORN	CALDRON	CRIMSON KING
CLEOBATTLER	PEPPERCAT	ARCHEEETLE

Medaparts

Medabots have specific strengths and weaknesses, so it's up to you to choose Medaparts that will protect your Medabot while inflicting the maximum damage on your opponent. The following pages contain vital information on every head, arm, leg and Medal component in the game.

Choose Your Medaparts



If you don't want to create your own Medabot in the Medaparts selection menu then simply just choose your character and highlight one of its Medaparts and use the "L Button" or "R Button" to scroll through each Medabot you have already collected.

Medapart Chart

Certain Medaparts and Medabot Medals are only available in each Medabots AX version.

Consumer Information and Precaution

READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

WARNING – BATTERY PRECAUTIONS

FAILURE TO FOLLOW THE FOLLOWING INSTRUCTIONS MAY CAUSE THE BATTERIES TO MAKE "POPPING" SOUNDS AND LEAK BATTERY ACID RESULTING IN PERSONAL INJURY AND DAMAGE TO YOUR GAME BOY ADVANCE OR ACCESSORY. IF BATTERY LEAKAGE OCCURS, THOROUGHLY WASH THE AFFECTED SKIN AND CLOTHES. KEEP BATTERY ACID AWAY FROM YOUR EYES AND MOUTH. CONTACT THE BATTERY MANUFACTURER FOR FURTHER INFORMATION.

1. For Game Boy Advance use only alkaline batteries. Do not use carbon zinc or any other non-alkaline batteries.
2. Do not mix used and new batteries (replace all batteries at the same time).
3. Do not put the batteries in backwards (positive (+) and negative (-) ends must face the proper direction).
The supply terminals are not to be short-circuited.
4. Do not leave used batteries in the Game Boy Advance.
5. Do not mix battery types (do not mix alkaline and carbon zinc batteries or mix different brands of batteries).
Use only batteries of the same or equivalent type as recommended.
6. Do not leave batteries in the Game Boy Advance or accessory for long periods of non-use.
7. Do not leave the power switch on after the batteries have lost their charge.
When you finish using the Game Boy Advance, always slide the power switch OFF.
8. Do not dispose of batteries in a fire.
9. Do not use rechargeable type batteries such as nickel cadmium.
Non rechargeable batteries are not to be recharged.
10. Do not use a battery if the plastic cover has been torn or compromised in anyway.
11. Do not insert or remove batteries while the power is ON.
12. GENERAL NOTE: Rechargeable batteries are to be removed before charging.
Rechargeable batteries are only to be recharged under adult supervision.

WARNING – REPETITIVE MOTION INJURIES

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING – SEIZURE

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. STOP PLAYING IMMEDIATELY and consult a doctor if you or your child have any of the following symptoms: Convulsions, Eye or muscle twitching, Loss of awareness, Altered vision, Involuntary movements, Disorientation.

TO REDUCE THE LIKELIHOOD OF A SEIZURE WHEN PLAYING VIDEO GAMES:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

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Game Boy Advance Game Pak en accord avec:
Game Boy Advance Game Pak getest volgens:
Game Boy Advance Game Pak cumple:
Game Boy Advance Game Pak è conforme a:
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Game Boy Advance Game Pak opfylder kravene til:
Game Boy Advance Game Pak täyttää seuraavat vaatimukset:
Game Boy Advance Game Pak passer sammen med:

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- EMC Directive (89/336/EEC)



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